

Name: Leo Martinez

Summary:

Leo Martinez is a Game Developer with 5 years of hands-on experience creating 2D and 3D games using Unity and Unreal Engine. With a deep understanding of C#, physics engines, and gameplay mechanics, he has contributed to several indie and commercial game titles.

Key Skills:

Unity 3D, Unreal Engine

C#, C++

# Game Physics and Mechanics

## Level Design and Animation

Multiplayer Integration

Version Control (Git, Perforce)

Game Optimization

Shader Programming (HLSL/GLSL)

Certifications:

Unity Certified Associate

Unreal Engine Blueprint Developer – Udemy

Game Development Fundamentals – Coursera

Education:

BSc in Game Design & Development, Interactive Arts Institute, 2014–2018